

**PATENT APPLICATION FEE DETERMINATION RECORD**

Effective January 1, 2003

Application or Docket Number  
*572-100-700-5*

**CLAIMS AS FILED - PART I**

(Column 1)	(Column 2)
TOTAL CLAIMS	25
FOR	NUMBER FILED
TOTAL CHARGEABLE CLAIMS	23 minus 20 = * 3
INDEPENDENT CLAIMS	21 minus 3 = *
MULTIPLE DEPENDENT CLAIM PRESENT	<input type="checkbox"/>

\* If the difference in column 1 is less than zero, enter "0" in column 2

**CLAIMS AS AMENDED - PART II**

(Column 1)	(Column 2)	(Column 3)
AMENDMENT A	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR
	Total * Minus **	=
Independent * Minus *** =		
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM <input type="checkbox"/>		

(Column 1)	(Column 2)	(Column 3)
AMENDMENT B	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR
	Total * Minus **	=
Independent * Minus *** =		
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM <input type="checkbox"/>		

(Column 1)	(Column 2)	(Column 3)
AMENDMENT C	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR
	Total * Minus **	=
Independent * Minus *** =		
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM <input type="checkbox"/>		

\* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

\*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

\*\*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

**SMALL ENTITY  
TYPE**

RATE	FEE
BASIC FEE	375.00
X\$ 9=	
X42=	
+140=	
TOTAL	

**OTHER THAN  
SMALL ENTITY**

RATE	FEE
BASIC FEE	750.00
X\$18=	
X84=	
+280=	
TOTAL	975.00

**SMALL ENTITY**

RATE	ADDITIONAL FEE
X\$ 9=	
X42=	
+140=	
TOTAL ADDT. FEE	

**OTHER THAN  
SMALL ENTITY**

RATE	ADDITIONAL FEE
X\$18=	
X84=	
+280=	
TOTAL ADDT. FEE	

**RATE**

RATE	ADDITIONAL FEE
X\$ 9=	
X42=	
+140=	
TOTAL ADDT. FEE	

**RATE**

RATE	ADDITIONAL FEE
X\$18=	
X84=	
+280=	
TOTAL ADDT. FEE	